FORGING THE WARRIOR SPIRIT

JRTC

SPECIAL FORCES
RANGER
AIRBORNE

The IBCT Reconnaissance Squadron
in Full Spectrum Operations

RIGOROUS, REALISTIC, AND RELEVANT

Two "good!" data points on how the Airborne Recon Squadron and Troops will fight a Hybrid Threat in Full Spectrum Operations (FSO). September 2010 STX Validation and October 2010 FSO Rotation 11-01 What is different about FSO is it allowed the Recon Squadron to fulfill their doctrinal role as part of a Airborne Modular Brigade as opposed to the land owning role they have traditionally filled in

Bottom Line

EXPERTISE

CURRENT

PRE 9/11

TIME
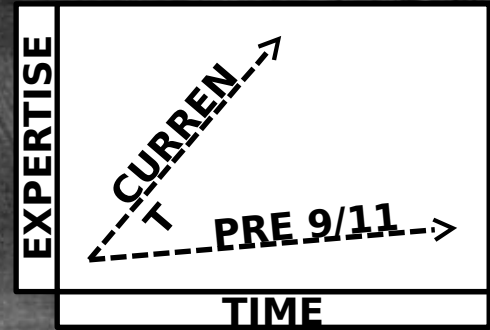
1. **Leaders Grasping and Mastering at an Exponential Rate**

2. **Not a Minute Too Soon…**
   - **LT/CPTs mentored by SFC/1SGs…** *before they are Co CDRs and S3s*
   - **MAJs mentored by BN CDRs…** *before they command battalions*

3. **FORSCOM Training Guidance captures these training requirements**

"Our Army will embrace FSO with the best leaders and Soldiers we've ever had -- and because of their acute ability to rapidly absorb and apply warfighting skills, we'll be stronger and much more capable than we've ever been."

JRTC would like to acknowledge the "Man In the Arena", 5ᵗʰ Squadron, 73ʳᵈ Cavalry as part of 3ʳᵈ Brigade, 82ⁿᵈ "Airborne", Panthers for their Great Work during rotation 11-01 and B Troop 1ˢᵗ Squadron, 73ʳᵈ Cavalry during STX validation.

REALISTIC RIGOROUS RELEVANT!

FSO Rotational Design Difference

MRE Rotational Design

				CPX Book AARs				BOX Reset			FoF Green Book AARs			AARs/ ENDEX
D-8	D-7	D-6	D-5	D-4	D-3	D-2	D-1	D-Day	D+1	D+2	D+3	D+4	D+5	D+6

LFXs (D-8 – D+5)

STXs (D-8 – D-1)   **Force on Force (D-Day – D+5)**

CPX (D-5 – D-2)

3rd Brigade **82d ABN** **OCT 10**
AIRBORNE — AA

Offense **Defense**
Stability
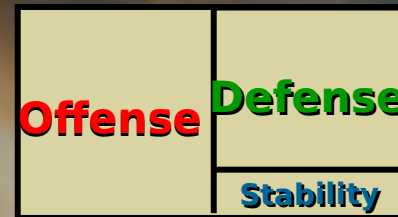
	MRE	FSO
STX	5	5
LF	14	15
CPX	4	3
FOF	6	8

FSO Rotational Design

					TAC Freeze			Box Reset			TAC Freeze			TAC Freeze			ENDEX
D-10	D-9	D-8	D-7	D-6	D-5	D-4	D-3	D-2	D-1	D-Day	D+1	D+2	D+3	D+4	D+5	D+6	D+7

LFXs (D-14 – D-7) **Possible Extra LFXs**   **LFXs (D+5 – D+6)**

STXs (D-7 – D-3) **Assembly Area Procedures** **Force on Force (D-Day – D+7)**

CPX (D-6 – D-4)   al Entry

Defense Phase   **Offense Phase**

FORGING THE WARRIOR SPIRIT

Hybrid Threat For Initial FSO Rotation

| BLUFOR Entry: Phase I D- Day to D+1	BLUFOR Defense: Phase II D+1 to D+4	BLUFOR Offense: Phase III D+5 to D+7
AFF Insurgents **OPFOR SQD aligned against BLUFOR PLTs**	**Remnants Rogue Cortinian Forces** **OPFOR COs aligned against BLUFOR BNs**	**OPFOR PLTs aligned against BLUFOR COs Remnants**
Infantry/Special Purpose Forces Indirect Capability Enginner (Sapper - OPFOR IN SQDs) ADA Capability Local ISR / HUMINT	Mechanized Infantry & Armor (T-80) Indirect Capability (60/81/120mm; 107 MRL) ADA Capability (30 SAM SA-6/18; ZSU-23-4) AVN Capability (3 X LUH-*ATTK*; 2 X MI8-*Lift*)	Remnant Warfighting Capabilities not destroyed in previous phases.
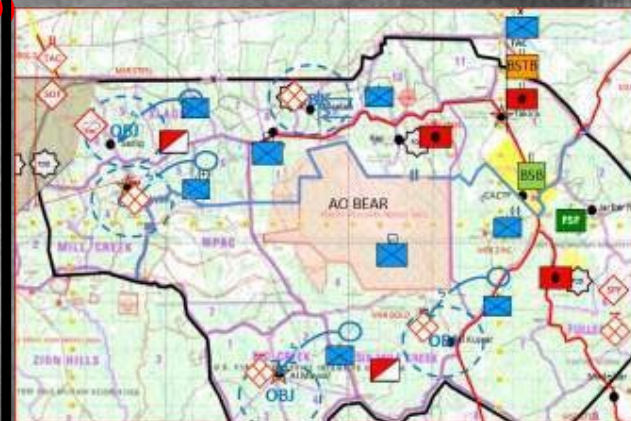
| Initial Entry (D-DAY) | Defense (D+1 to D+4) | Offense (D+5 to D+7) |

STX Video

Situational Training Exercises (FSO) Recon Squadron

RECON/Security Lane with FS Integration

- **One Training Lane supporting phased iterations**
  - **Phase I: Security Operation – Troop occupies screen line, employing all available assets**
  - **Phase II: Area Reconnaissance in zone – Counter-recon fight, infiltrate OBJ, report INTEL**
  - **Phase III: FS integration – Occupies screen line observing NAIs (Red Leg Impact Area), destroys enemy threat using FS assets (LFX), conducts Guard (hasty frago) with**

- **43 hours in**

Training OBJs

- **RECON**
- **SCREEN, GUA**
- **Report PIR**
- **Counter-Reco**
- **Infiltrate**
- **RECON Handover**
- **Call and adjust Fire**
- **Establish FA Firing position**
- **Control Joint FIRES (FA, MTRs, CAS, AGI)**

Phase I

Phase II

Phase III

RECON/Security Lane with FS Integration

nsor to Shooter Link
Link : Maneuver, Fires, Collection
Constructive ROVER Feed
JTAC Integration
FO/FSE/JFO Proficiency

Task: Guard
Purpose: Protec
movement and
offensive opera

Replicated ROVER Feed

```
ZOOM                        WHITE_HOT              GL_AUTO
15R VQ 97490 41353                                GMT 20:32:2
N31 6 22 W93 1 35                         BRG   0 deg
RNG 1136 m                                DPR   0 deg
```

Recon vehicles destroyed (left); Main Body (top center); AH-64 (left and right)

Composite SDZs

Troop Guard Direct Fire
GRID: VQ 9575 4335
1x Troop (9x M1151)
4x FS T/Ms (FS C2)
1x FS T/M (COORD1)
10x TF3 T/Ms (FS C2)
1x T T/M (FS C2)
TRP NET: FH 567
FIRES NET: FH 543

120mm MFP (RG 33D)
GRID: VQ 9627 4346
2X 120mm MTR Tubes
2x TF3 T/Ms (FS C2)
FIRES NET: FH 543

GLAGLE

AH-64 CCA MNVR BOX
2x AH-64s
1 x A T/Ms IN OH TRAIL
1 x A T/M RNG 33
FIRES NET: FH 543
FM: 36.475

F-16 ACA
GRID: VQ 9832 4053
1 x T/M w/ JTAC
118/269.95
119/251.9

105 mm PAA (FLS)
GRID: WQ 0375 4153
1X M119A2 PLT (105mm)
2x FS T/Ms (FS C2)
FIRES NET: FH 543

Fires Integration

- CAS
- ATK AVN
- Artillery Fires

FSO Rotation – First Impressions

1. **Defense**
   - EA Development: Priority, rate of movement, triggers…. TRP CDR: *"Timing of the triggers was hardest"* – 11 weapons systems to synch (LFX)
   - Austere environment … non-stop tempo
   - Red Air and Red UAS – *Game Changer*
   - GEN Casey, *"Decisions come faster in FSO"* - what takes months for conditions to set in COIN, takes hours in FSO.

2. **Attack**
   - Building enough time and space for Recon Squadron to develop the intelligence required for the BCT commander to make decisions
   - Problem solving in Contact – CASEVAC, Orders Process, Resupply
   - Reconnaissance Squadron - BCT CDR, *"I don't want Recon to fight, I want them to see."*

"Harder Than I Thought"

- ZONE RECON: The ability to synchronize the efforts of multiple platoons
  while also utilizing non-organic (LLVI and Knight) assets simultaneously was much more difficult than expected. (TRP CDR)

- RECOVERY: Recovery was much more difficult in decentralized operations
  and near impossible with a vehicle that does not have an equivalent within the Troop (Knight). (TRP CDR)

- IPB: We need to conduct better IPB to ensure that the right reconnaissance techniques are utilized, either mounted or dismounted. (PSG)

"Harder Than I Thought"

- CASEVAC (FSO versus COIN): Understanding that forward dismounts and Ops may have to wait on the time it will take to get medical assistance to the injured. (PSG)

- COVER and CONCEALMENT: Identifying how to get our mortars and attachments into good positions while still maintaining security and the ability to function was found to be difficult. (MTR PSG)

- COMMUNICATION: We faced challenges with maintaining communications amongst multiple, dispersed mounted and dismounted
positions. (TRP CDR)

"Harder Than I Thought"

- MISSION COMMAND: We had issues at the PLT level, especially when in contact. It led to degradation in reporting and thus a loss of situational awareness at the Troop level, which prevented the Troop CP from assisting the PLTs in contact (i.e. supporting with additional combat power, providing indirect fires, coordinating
CASEVAC, etc.). (TRP CDR)

- EMPLOYMENT OF FIRES "ON THE MOVE": We were challenged with how to employ fires during infiltration. We found it difficult to occupy Mortar Firing Points to support maneuvering platoons due to the time it has taken us to reconnoiter and occupy a Troop TAA. We identified that we need to adjust PLT RP times accordingly to allow the mortar section (or at least one gun) time to establish a hot gun that can cover PLT infiltration, rather than leave the guns mounted until a fixed MFP has been established resulting in uncovered PLTs. (TRP CDR & FSO)

Key Lessons Learned - Mission Command

1. **The Division vs. Brigade vs. Squadron Fight**
   - **Synchronizing ISR at the Decisive Point - Art and Science**
   - **Who is the "Chief of Recon / Chief of Intelligence"**

2. **MDMP … Operation Plan? … OPORD? … Wargaming**
   - **When does the Recon Squadron receive their "Order?" BDE WARNO 2?**
   - **Squadron TAC in BDE TOC?**

- Civilian Population
- Consequence management
- Host nation security forces
- Insurgent / C-IED networks
- Unstable governance
- Information operations

Stability Operations Considerations

- Lines of Effort
- Key Tasks

OPLAN

Still need to address

OPORD

3. **C4I: "Digital to Analog to Digital"**
   - **Assault CPs / Non Standard Systems (Acetate Graphics – P+48)**
   - **Digital Systems allow you to talk Horizontally – No outlet in Foxhole**

Key Lessons Learned - Maneuver

1. **Battlefield Geometry – Fighting the Modular BCT**
   - **With Organic assets BCT can see and deliver effects and shape deeper than we ever have**
   - **Room to maneuver the Reconnaissance Squadron … Force Structure and task organization of recon assets within the IBCT**

2. **Analysis of Terrain**
   - **CDR's business: Art of War:** *'See Yourself, See the Enemy, See the TERRAIN'*
   - **IPB must be intuitive, insightful, meaningful – Do we train this enough?**
   - **Accurate and timely IPB facilitates sound planning: Powerpoint Map vs Map with overlay?**

3. **Gain and Maintain contact with 'smallest' element possible**
   - **Assets – Organic and non-organic – relationships?**
   - **Echeloned security and reconnaissance**

Key Lessons Learned - Intelligence / Fires

1. **Intelligence**
   - **Visualizing and fighting the full range of enemy combined arms capability**
   - **ISR Unity of Effort – Planning/synching BCT Intel assets focused on PIR to NAI / TAI to Sensor "Ensure the BCT CDR hears the PVT's voice"**
   - **Deep Fight for Intel: Who manages for BCT Forceable Entry Ops – ISR Echelonment (IHOL)**
   - **Stability Ops Targeting still valid in FSO … Unaccustomed to, and inhibited from, exploiting**

2. **Fires**
   - **Synchronizing of Fires**
     - **Combined Obstacle Overlay – Obstacle with Observer, Indirect and Direct Fires**
     - **Designation of 155, GMLRs, 105, 120mm, 81mm, 60mm**
   - **Air Defense Artillery … !**

Key Lessons Learned - Sustainment / Protection

1. **Sustainment**
   - **No Sanctuary / FOBs – Austere Logistics in Contact**
   - **Combat Load on Organic Vehicles resupply of dismounted troop**
   - **Transporting Supplies the Last Tactical Mile (water to Soldier's canteen)**

2. **Protection**
   - **IBA – METT-TC Decision**
   - **Night Operations – Must Own**
   - **CBRN – Individual Training, Detection Devices, Decon**
   - **Field Craft / Noise and Light Discipline / The Soldier's Load / Pace of Operations**
   - **Red UAS – Operate Differently when being Watched**

Discussion

REALISTIC

RIGOROUS

RELEVANT

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FORGING THE WARRIOR Spirit